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Nintendo

Nintendo of America Inc
P.O. Box 957, Redmond, WA 98052 U.S.A.

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NES-DH-USA

DUCK HUNT™

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System® Duck Hunt™ Pak. This game requires the Zapper,™ Light Gun Attachment.

OBJECT OF THE GAME/GAME DESCRIPTION

This fast action target game takes you into the marshes with your trusted hunting dog at your side. He'll flush out your prey, then it's split second timing and sharp shooting accuracy to bag these ducks. Take on one duck or two at a time, and then as a true test of marksmanship, try clay shooting — the ultimate challenge!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Read the instruction booklet for the Zapper thoroughly.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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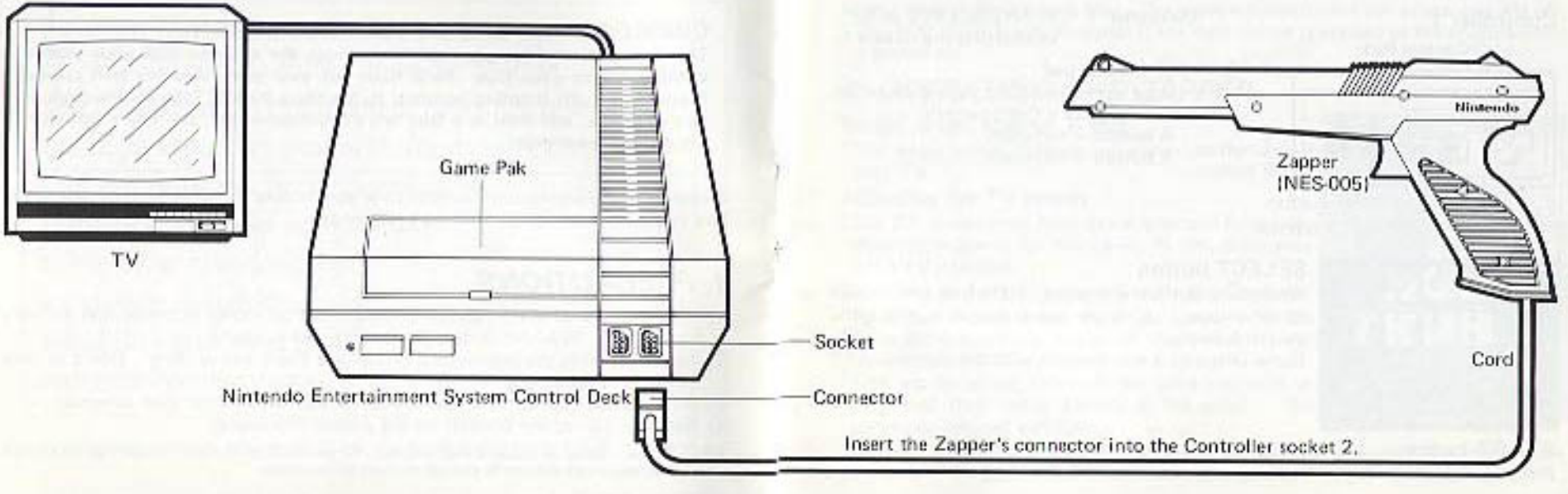
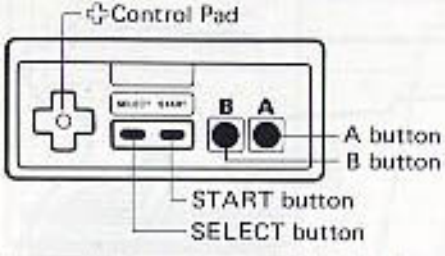
2. CONNECTING THE ZAPPER TO THE NINTENDO ENTERTAINMENT SYSTEM CONTROL DECK



3. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1



Controller 1 – START/SELECT or for second player in Game A

Control pad
Used with Game A for second player to control duck's flight pattern.
A button – not used.
B button – not used.

SELECT button

When this button is pressed, the arrow (→) on the screen moves. Line up the arrow with the game you wish to play.
Game selection is also possible with the Zapper.

START button

Press this button to begin. Starting is also possible with the Zapper.

Pause:
If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue play. The game will continue from where you left off.
* The TOP SCORE will disappear if the reset switch is pressed or the power switch is turned off.

4. OPERATING THE ZAPPER

Target range: approx. 6 feet

* The target range depends somewhat on the size of your TV.

Adjusting the TV screen

* The TV screen must have its contrast and brightness adjusted properly for this game. If not, shots may not hit the targets.

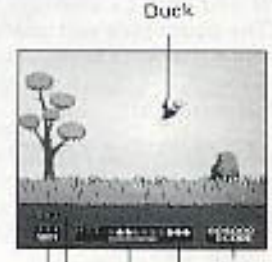
Selecting and starting games with the Zapper

* Point the Zapper away from the screen with the game menu displayed, and shoot. The arrow (→) will move.
* Line up the arrow (→) with the game you wish to play, and then shoot directly at the screen. The game you selected will start.
* Some TVs may not be adjusted properly for the game. Please adjust the picture controls if the game doesn't start when the Zapper is fired at the screen.

5. HOW TO PLAY

Game A:

In this game you hunt ducks one at a time.



* When the hound finds a duck, it barks and jumps into the thicket. Ducks will then fly up one at a time. (The ducks will fly up from various locations.)
* The duck flies around the screen for a few seconds. This is your chance. Aim and shoot! But remember, you only have three shots.
* The flashing duck at the bottom of the screen is your hit indicator and will turn red if a hit is scored.
* A MISS occurs when all three shots are unsuccessfully used up, or when time has run out. When this happens, the color of the sky changes, and the duck flies away. (The hound comes out and laughs at you.)
* Sometimes off-colored blue or off-colored red ducks appear. You get a bonus score for shooting these.
* Each round ends after 10 ducks have flown out of the thicket. The PASS LINE at the bottom of the screen indicates the minimum number of ducks that must be hit to advance to the next round. If you hit this number of ducks or more, you advance to the next round; otherwise, the game ends.
* The ducks fly faster, and the number of ducks in the PASS LINE increases as you advance to later rounds.

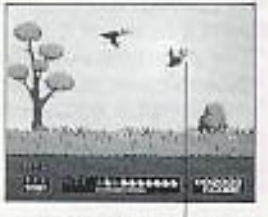
[2 Players:]

GAME A can also be played with two players.

* One player is the hunter. The other player controls the ducks horizontally and vertically with the control pad, trying to avoid the hunter's shots until the sky color changes. (Ducks automatically escape when the sky color changes.)

GAME B (Duck Hunt)

In this game, two ducks fly up at the same time.



* The game is played in the same way as GAME A, but the color of the sky doesn't change.
* This game can only be played with one player.

GAME C (Clay Shooting)

This game is a version of trapshooting.

* Clay pigeons spring out and fly away in the distance two at a time. Aim carefully, and shoot them.
* The clay pigeons become small very quickly as they fly away. It is easier to shoot them when they are close.
* As in GAMES A and B, a PASS LINE indicates the minimum count necessary to advance to the next round. The game ends if the minimum is not achieved.

[Shots:]

GAME A ..... Three shots per duck
GAME B ..... Three shots per two ducks
GAME C ..... Three shots per two clay pigeons

[Scoring:]

GAMES A, B and C

* The points received show up on the screen wherever a hit is made. Points differ depending on the round.
* A PERFECT bonus is awarded when a round is ended without a MISS.

[Advancing to the next round]

* If the hit indicator has reached the PASS LINE at the end of the round, you advance to the next round; otherwise, the game is over.
* The minimum count on the PASS LINE gradually increases as the rounds advance (starting from the 10th round).

[Round number]

* Round numbers are indicated with "R = "

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

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MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that the Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
   Our Consumer Service Department is in operation from 5:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday. Please Do not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820-150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record the number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

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